## CLAIMS

1    1.    A method for producing a craft project, the method comprising:

2          displaying a graphical workspace on a display screen;

3          placing a plurality of images in the graphical workspace for

4    inclusion in the craft project;

5          producing a composite image from the plurality of images in the

6    workspace; and

7          converting the composite image into instructional information used

8    to produce the craft project.

1    2.    The method of claim 1, wherein the craft project is bead-working.

1    3.    The method of claim 1, wherein the craft project is sewing a likeness of a

2    needlecraft pattern onto a piece of material.

1    4.    The method of claim 1, wherein the instructional information includes a

2    needlecraft pattern having a plurality of thread positions, and wherein

3    the step of converting includes mapping each thread position to a pixel of

4    the composite image and associating that thread position with a color of

5    that pixel.

1    5.    The method of claim 4, wherein the step of converting includes

2    mapping each thread position to a thread type based on the color

3    associated with that thread position.

1    6.    The method of claim 1, wherein instructional information includes

2        symbols that are assigned to thread colors and associated with thread

3        positions in a needlecraft pattern.

1    7.    The method of claim 1, wherein the instructional information indicates

2        which of those threads that are part of the craft project correspond to

3        threads currently possessed by a craft worker.

1    8.    The method of claim 1, further comprising accessing by a client system

2        at a server system a Web page with an applet that produces the

3        graphical workspace when the Web page is displayed at the client

4        system.

1    9.    The method of claim 1, further comprising associating a third-party

2        identifier and a monetary value with one of the images of the plurality of

3        images, and paying the monetary value to a third party identified by the

4        identifier if the one image is selected for inclusion in the craft project.

1    10.    The method of claim 1, further comprising associating a third-party

2        identifier and a monetary value with one of the images of the plurality of

3        images, and paying the monetary value to a third party identified by the

4        identifier if the one image is transmitted to a client system.

1   11.    The method of claim 1, further comprising transmitting an image from

2          a client system to a publicly accessible database managed by a server

3          system for possible inclusion in the craft project.

1   12.    The method of claim 1, wherein the instructional information includes

2          machine-readable instructions that direct sewing means to produce a

3          likeness of a needlecraft pattern on a piece of material.

1   13.    A method for producing a craft project, the method comprising:

2               transmitting a Web page to a client system, the Web page

3          producing a graphical workspace on a display screen of the client system

4          and enabling a user of the client system to produce a composite image

5          from a plurality of images;

6               receiving the composite image from the client system over a

7          network; and

8               converting the composite image into instructional information for

9          use in generating the craft project.

1   14.    The method of claim 13, further comprising charging a financial account

2          of a user of the client system to pay a party that provided an image

3          transmitted to the client system for inclusion in the craft project.

1   15.    The method of claim 13, further comprising charging a financial account

2          of a user of the client system to pay a party that provided an image

3          included in the composite image.

1    16.    The method of claim 13, wherein the instructional information includes

2          machine-readable instructions that direct sewing means to produce a

3          likeness of a needlecraft pattern on a piece of material.

1    17.    A network comprising a client system connected to a server system, the

2          client system executing browser software for accessing a Web page

3          hosted by the server system, the Web page producing a graphical

4          workspace on a screen display at the client system when downloaded

5          from the server system, the Web page enabling a user of the client

6          system to generate a composite image from a plurality of images placed

7          into the graphical workspace by the user, the client system transmitting

8          the composite image to the server system for conversion into

9          instructional information for producing a craft project.

1    18.    The network of claim 17, wherein the server system includes memory for

2          storing images in private and public databases.

1    19.    The network of claim 17, wherein one or more of the images stored in a

2          public database at the server system are associated with a third party

3          and are assigned a monetary value.

1    20.    The network of claim 17, wherein the instructional information includes

2          machine-readable instructions that direct sewing means to produce a

3          likeness of a needlecraft pattern on a piece of material.